

Final :-

→ **1. variables**
- local
- global
- reference

→ **2. method**

→ **3. class**

Final :-

> **Modifier in java**

> used to **restrict data modification or updates.**

> use along with variable, method and class.

> if a "**variable**" declare as final - then cannot **change its value** . become a constant.

> if a "**method**" declare as final - then can not **override** it.

> if a "**class**" declare as final - then can not **derived** or extends it.

static :-

global variable

method

block { }

nested class

- single copy storage.
- used for memory management.
- can access by using class name.
- only one copy create for all objects.
- static - variable, method, block and nested class.
- can change its value and always access updated/ latest value.
- if we have class level common rules /code for follow up by all instances then that code/ method will be declared as static
- local variable can not be static
- static data executes when class loaded into memory .
- static method cannot be overridden
- static members are belongs to class rather then instance of class.
- static method can access only static member and static method.
- we cannot access non-static data into static method.